

Ice Cream Stall

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This program was written by Dean Hodgson.
Artwork assistance by Lorraine Cockerill.

Minimum System Sega SC3000, 16K RAM minimum required.

A title frame will first be shown

You will then be shown instructions about the game. Press the Spacebar to advance through the instructions. You are then asked for the number of players. Answer from 1 to 10.

The first day's weather condition is first displayed. Each player begins with \$2.00 in cash, a box of ice cream cones (30 in a box) and no ice cream. First, the number of litres of ice cream to buy is entered. Next, type in the number of boxes of cones to buy. Then you are asked for the number of advertising signs to be made for the day's sales. These signs are flimsy and last only one day. They cannot be accumulated like ice cream and cones. Finally, you must type in the selling price of each cone. This is in cents. A \$ or ¢ or c should not be entered. If you want to sell cones for 35 cents each, just type 35.

For each number you type, press the CR key afterwards to enter that number into the computer's memory.

After typing in these values, the message "Do you want to change anything?" will appear at the bottom of the screen. Type a Y (for yes) or N (no) and press CR. This allows you to re-enter your decisions if you made a mistake.

The next player can then enter their decisions.

After every player has put in what they want to do, the results are shown, again for each player in turn. Sales depend on many factors, such as the weather, inflation, council street crews working, strikes and so on. It is possible to stockpile ice cream and cones.

This game does not have an ending as such. Players should decide before starting how many days to play for. The game can be stopped on any of the sales display frames or by pressing the BREAK or RESET buttons.

The Game

Ice Cream Stall simulates the running of a small business. Here, players set up stalls hoping to sell ice cream cones to passersby. Ice cream is purchased by the litre and kept in

a freezer (extension cord to the house, of course). Buying of cones, making advertising signs and setting sales prices are other decisions.

Quite a number of things affect sales. The weather can change. The local council can close the street down for the day, limiting traffic. Inflation can crop up. You even have to watch out for strikes at the ice cream plant.

Up to 10 players can compete against each other for highest profits.

Notes for teachers and parents

This is an enjoyable game that can be played for your family or class. Children as young as 5 years have been able to play Ice Cream Stall. The game was first developed for use in schools to demonstrate some aspects of running a small business. In classes, children can be broken into small groups for play.

Other titles in the **Mind Games** series for the John Sands Sega SC3000 include **Wordblock**, **Reverso** and **Blackjack**.

TAPE LOADING INSTRUCTIONS

For John Sands Sega SC3000 Personal Computer

1. Connect the computer as shown on the user instruction card and insert the BASIC cartridge.
2. Connect a lead from the IN socket at the back of the computer to the OUT socket of your John Sands Sega Data Recorder, or the earphone socket of your cassette player.
3. Switch the computer on.
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen.
5. Insert the tape in your cassette player or Data Recorder. Press the play button on the cassette player, or load on the Data Recorder. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.
6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to

rewind the tape and go to step 4 and try different levels.

7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.

8. There are two copies of each program on the labelled side of the tape.

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